



2019 SAFE AND SOBER DODGEBALL TOURNAMENT

TO BENEFIT THE CLASS OF 2019 SAFE AND SOBER GRADUATION PARTY

Each player must sign the waiver on the registration form before playing. NO EXCEPTIONS!

Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a penalty, ejection or forfeiture of the game. Spectators must also remain in the area designated by the officials. The officials shall have the power to make decisions on any matters or questions not specifically covered in the rules. The officials are in absolute control of the game.

The National Amateur Dodgeball Association rules will govern all play for any rule not covered in the following Intramural Sports rules:

Players and Substitution

1. Six (6) players will compete on a side during a game; one other will be available as a substitute.
2. At least four (4) players are required to start the game and avoid a forfeit
3. Once a game has begun, a team may no longer add players (late arrivals) to that game. Those players may be added to later games in the match.
4. Substitutes may enter the game only during timeouts or in the case of injury.

Equipment

1. The official ball used in tournament and league play will be an 8.25" rubber-coated foam ball.
2. The game will be played indoors.
3. The playing field shall be a rectangle at least 60 ft. long and at least 30 ft. wide, divided into two (2) equal sections by a center-line and attack-lines 3m from, and parallel to the centerline.

The Game

Definition: A LIVE ball is one that has been thrown and has not touched anything except another player or shield ball.

1. The first team to legally eliminate all opposing players will be declared the winner.
2. Team will compete in a best of five (5) series of games. The first team to win three (3) games wins the match.
3. A 5-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner of that game.
 - a. In case of an equal number of players remaining at the end of a game the game, there will be a sudden death rule. Games will be capped at six (6) minutes. If teams have an even number of players when this cap is reached, the first team to eliminate an opponent will be declared the winner.
4. Time-Out - Each team will be allowed one (1) 30 second timeout per match.
5. The object of the game is to eliminate all opposing players by getting them "OUT". This may be done by:
 - a. Hitting an opposing player with a LIVE thrown ball below the head. A ball that hits a player in the head is dead, provided they do not move their head into the path of the ball.
 - b. Catching a LIVE ball thrown by your opponent before it touches the ground. Catches must be made within the legal playing area. If a player is hit by a ball and a teammate catches it, the thrower will be out, but Rule 9 will NOT be applied (the hit player is the one being brought back in)
6. Players may hold a ball in their hands to use as a shield.
 - a. A player's hands on the ball are considered an extension on the ball and will not be out if hit with a ball.
 - b. A thrown ball that is deflected by a shield ball is still live and can still eliminate a player if it hits them before hitting the ground or can be caught to eliminate the thrower. Rule 9 will also be applied.
 - c. If a player loses control of a shield ball in the attempt to block a thrown ball, the player using the shield ball will be eliminated.
7. In order to reduce stalling, a violation will be called if a team controls all five (5) balls and does not throw a ball over their opponent's attack line within the court's boundaries within five (5) seconds.
 - a. Delay of game violation - play will be called dead and two balls will be put in possession of the other team.
 - b. The match officials may implement a five second stall count at their discretion. The team in possession of the majority of the balls must change the majority of the balls before the end of the count.
8. Boundaries
 - a. During play, all players must remain within the boundary lines.
 - b. One Player may leave the boundaries through their end-line only to retrieve stray balls. They may not be eliminated.
 - c. They must also return through their end-line with the balls they have gathered.

- d. Players will be eliminated if they:
 - 1. Leave the court through the side.
 - 2. Throw a ball back in through the side.
 - 3. Retrieve a ball past the mid-line (on the opponent's side).
 - 4. Step over the mid-line (Stepping on the mid-line is legal) EXCEPTION: During the opening rush players stepping over the mid-line because of their momentum will not be ruled out.
- e. Dodge Rule: If in the official's judgment a player leaves the court in an attempt to dodge a ball (even through the end-line) they will be called out.
- 9. Return Rule: If a live ball is caught before hitting the ground, a previously eliminated player may return to the court. The order by which players are eliminated will determine the other by which they return to the court.
- 10. The Opening Rush
 - a. Game begins by placing five (5) dodgeballs along the center line – two (2) on one side of the center ball and two (2) on the opposite side.
 - b. Each team is guaranteed the 2 balls to their right, and the center ball is neutral where either team may attempt to gather and use it.
 - c. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the balls. This signal officially starts the contest. Teams may only retrieve the two (2) balls to their right of the center ball and the center ball.
 - d. Persistent attempts to retrieve the other team's balls on the opening rush may result in elimination.
 - e. Once a ball is retrieved it must be taken behind the attack-line before it can be legally thrown. If a ball is thrown before being properly cleared behind the attack-line, the thrower is out.
 - f. If a team neglects to obtain their two (2) assigned balls, those assigned balls become neutral after one (1) minute of play time has elapsed. Both teams may attempt to retrieve the neutral balls.
- 11. Rule Enforcement & Unsportsmanlike Conduct
 - a. Rules will be enforced primarily by the "honor system." Players will be expected to rule whether or not a hit was legal or whether they were legally eliminated. Officials will be present on each court to determine players who should be eliminated. The officials' word is FINAL and should not be argued.
 - b. If an official deems a player as enacting unsportsmanlike conduct or dissention to an official, that player will be ruled out for the current game (if they are still in play) and out in next game in the current match. That player may not be replaced by another player in the next series.
 - c. If an official deems a player's misconduct as severe they will be ejected from the contest.